

Western Hill Fort

The half-elves and humans decided to build a place in the northwest of part of this area. They built a town and fort and called it Western Hill Fort. They learned early on to not put just humans on night watch as they had no infravision. And to not have torches and lanterns in the two keeps lit at night. Arrows came out of the dark. There are humans, a few dwarf and elf travelers, and a few halfling merchants. But it is run by half-elves. A small group of homes are owned/rented by retired adventurers.

Jolly Keep changed its name from Death Keep when visiting elf bowmen killed some kobolds trying to sneak up for some close range firing arrows at people in the keep. Not exactly a place of laughter, but more to do with it being the second defense put up. North Keep inhabitants didn't feel so alone anymore.

North Keep never got in the habit of lighting any lamp or torch at night, their laziness saved them. Once the only inhabitation of this fort. A plaque on the first level tells a bit about the early defenders, and their names of those lost to orc attacks.

The other keeps were built after the walls went up and the roads were added.

The folk that live here soon learned to have places for adventurers and travelers to stay, eat, have a few drinks, and purchase items needed for their travels. Storage facilities also sprang up, they try to keep items for a year. Or until proof the person storing items there aren't coming back from their adventure. Then they are either sold at auction, or maybe given to new adventurers who are poorly equipped. And maybe they go somewhere else.

The local farmers grow apples and oranges for locals and travelers, and grain for the horses along with potatoes and corn. The brown field is fallow for a season or two to recuperate.

Adventurers wanted to retire here, so eleven houses were set aside for them to buy or rent. Some became bored with the idle life. They built, under contract, a place to get together in House 5. Chatting about old times wasn't enough, so they added a basement and had practice illusions added of 4 skeletons. That wasn't enough for some, so a sub-basement was added. It contained an archery range and a melee room where they could keep in practice. Sometimes, if an adventurer went into the sub-basement alone they didn't come back up. Most of them felt that person had left, but some doubted that is what happened.

They haven't noticed the kobold tunnel. They must be more out of adventuring shape than they realize.

Blu's Inn and Stables. Nice place, currently owned and run by the Greenfields' family of halflings. Blu died over a century prior.

Smithy, horses and oxen shoed. Sometimes cheerfully.

Storage buildings. Lock boxes and bins. Guarded, monthly or yearly rentals.

Shops: shoes, boots, armor, arrows and bows, swords and maces. Pikes by special order. Handcrafted items. Various items like backpacks; satchels of leather; stone daggers, stone axes (some monsters don't take damage from metal); boots; adventurer clothes including jackets, hats, gloves, and knit caps. Coats and other winter gear must be ordered.

Barracks, where the various military who guard this town live.